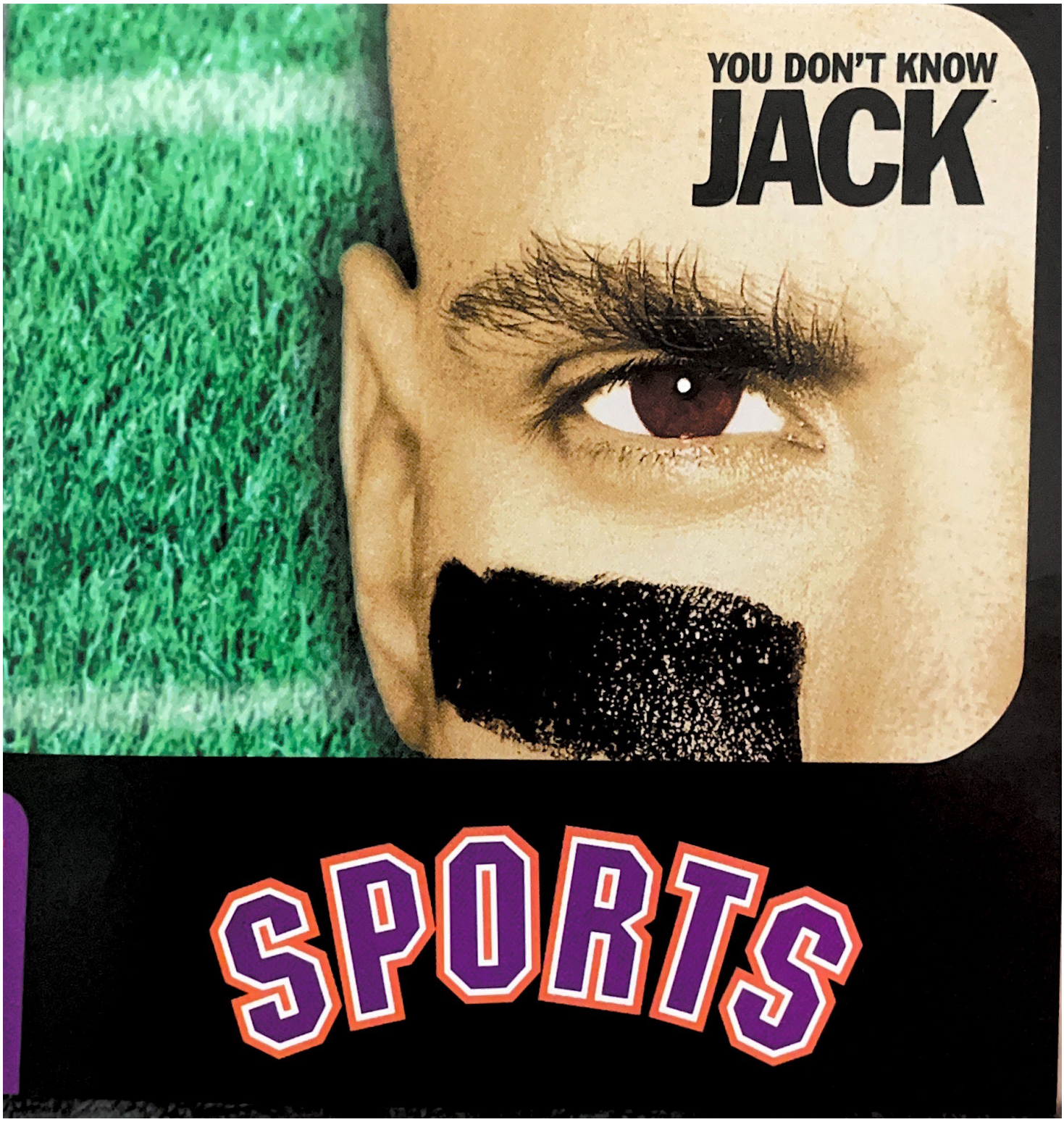
YOU DON'T KNOW
JACK
SPORTS

System Information 1

Installing YOU DON'T KNOW JACK Sports 2

Playing YOU DON'T KNOW JACK Sports 7

Game Options Screen 13

Troubleshooting YOU DON'T KNOW JACK Sports 14

How to Contact Berkeley Systems 15

Pissed about a Question? 16

beZerk 17

YOU DON'T KNOW JACK Sports Credits 18

License 24

YOU DON'T KNOW JACK™ SPORTS

Know your way around a box score, huh? Know baseball pros by their ERAs, RBIs and IQs? Have autographs of Magic, Shaq and Spud? Never miss an Indy 500? Have a 90" TV? Very impressive. So, you think you're a sports fan, huh? Think you know sports trivia? Think again.

Get ready for some *extreme* trivia. **YOU DON'T KNOW JACK™ Sports** is the all-new, all-sports edition of the award-winning, irreverent, fast-paced game where *you* are the contestant on a TV trivia game show. **YOU DON'T KNOW JACK Sports** has 800 all-sports questions that'll body-check your brain. Make sure you wear a cup.

YOU DON'T KNOW JACK Sports can be played by 1 to 3 players. The goal of the game is to rack up cash. Have the most cash at the end of the game and you can create your own victory dance.

WARNING: This product contains mature content, including suggestive sexual references and language that may not be suitable for children. Besides, they won't get it anyway.

System Information

Microsoft® Windows® 3.1 and Windows 95:

- 486/33 or better microprocessor (486/66 or better recommended)
- 8MB of RAM
- 16 MB of free hard disk space
- Video display capable of at least 640x480 resolution with 256 colors
- 2X CD-ROM drive (or better)
- Sound Blaster™ 16 or compatible multimedia sound card

YOU DON'T KNOW JACK Sports does not run on any 286 or 386 processor.

Macintosh®:

- 68040-based Macintosh or any PowerPC
- System 7.1 or later
- 5MB of free RAM
- 16MB of free hard disk space
- 2X CD-ROM drive (or better)
- Color monitor capable of at least 640x480 resolution with 256 colors

YOU DON'T KNOW JACK Sports does not run on 68030 or earlier processors.

Installing YOU DON'T KNOW JACK Sports

Installation and Anti-Virus Software

Before you install **YOU DON'T KNOW JACK Sports**, disable all anti-virus software on your machine, as it could interfere with the installation. To disable your anti-virus software, consult your anti-virus software's documentation.

Windows 3.1x Installation

- Insert the **YOU DON'T KNOW JACK Sports** CD-ROM into your CD-ROM drive.
- Use File Manager to browse the contents of the CD-ROM (the CD-ROM is usually drive D:) and double-click on the installer icon.
- Follow the on-screen prompts to complete the installation.
- Restart Windows 3.1x.

(The installer copies the game software to your hard drive and adds a special graphics library called WinG to your Windows System directory. WinG is required to run **YOU DON'T KNOW JACK Sports** on a Windows 3.1x system.)

Starting YOU DON'T KNOW JACK Sports for Windows 3.1x

After restarting Windows 3.1x, you can start the game two ways:

- From the File Manager, select ydkjs.exe from the **YOU DON'T KNOW JACK Sports** directory on your hard drive, or
- If you installed a program group, you can double-click on the **YOU DON'T KNOW JACK Sports** icon located in the **YOU DON'T KNOW JACK Sports** program group in the Program Manager.

You must leave the **YOU DON'T KNOW JACK Sports** CD-ROM in the CD-ROM drive to play the game.

Uninstalling YOU DON'T KNOW JACK Sports for Windows 3.1x

There are two ways to uninstall **YOU DON'T KNOW JACK Sports**:

- From the File Manager, select uninst.exe from the **YOU DON'T KNOW JACK Sports** directory on your hard drive, or
- if you installed a program group, you can double-click on the Uninstall icon in the **YOU DON'T KNOW JACK Sports** program group in the Program Manager.

(The installer will *not* uninstall the WinG graphics library that was installed, because it may be used by another application.)

Installation and PC Tools Desktop for Windows 3.1

When the installer for **YOU DON'T KNOW JACK Sports** finishes, it will ask you to restart Windows 3.1x. If you are using PC Tools Desktop for Windows 3.1x, you may find that the **YOU DON'T KNOW JACK Sports** installer relaunches when Windows restarts. You can safely exit the installer by pressing the **ESC** key.

Windows 95 Installation

- Insert the **YOU DON'T KNOW JACK Sports** CD-ROM into your CD-ROM drive (the installer will start automatically).
- Follow the on-screen prompts to complete installation.

Starting YOU DON'T KNOW JACK Sports for Windows 95

YOU DON'T KNOW JACK Sports supports the Windows 95 Autoplay feature. After you install the game software, **YOU DON'T KNOW JACK Sports** will start automatically whenever you insert the CD-ROM into your drive. To disable Autoplay, hold down the **Shift** key when you insert the CD-ROM.

In addition, there are two other ways to start the game:

- Select the ydkjs.exe from your **YOU DON'T KNOW JACK Sports** directory or from the Windows Explorer, or
- If you installed a program group, you can select the **YOU DON'T KNOW JACK Sports** item from the Start menu.

You must leave the **YOU DON'T KNOW JACK Sports** CD-ROM in the drive to play the game.

Uninstalling YOU DON'T KNOW JACK Sports for Windows 95

There are two ways to uninstall **YOU DON'T KNOW JACK Sports**:

- Using the Windows Explorer, select uninst.exe from your **YOU DON'T KNOW JACK Sports** location, or
- If you installed a **YOU DON'T KNOW JACK Sports** program group, you can select the Uninstall icon in the **YOU DON'T KNOW JACK Sports** program group in the Start Menu.

Macintosh Installation

- Insert the **YOU DON'T KNOW JACK Sports** CD-ROM into your CD-ROM drive, wait for the **YOU DON'T KNOW JACK Sports** window to open and then double-click on the **JACK Sports Installer** icon. (Note: The installer copies the game software to your hard drive. If you do not have QuickTime 2.5, QuickTime PowerPlug 2.5 (Power PC only), SoundManager 3.2.1 (on System 7.5.2 or earlier versions of the Macintosh OS) or Sound Control Panel, the installer copies these extensions and control panel to your active System Folder.)
- Restart your Macintosh.

Starting YOU DON'T KNOW JACK Sports for Macintosh

- Double-click on the **YOU DON'T KNOW JACK Sports** icon in the **YOU DON'T KNOW JACK Sports** folder.

You must leave the **YOU DON'T KNOW JACK Sports** CD-ROM in your CD-ROM drive to play the game. You don't need your mouse to play **YOU DON'T KNOW JACK Sports**.

Uninstalling YOU DON'T KNOW JACK Sports for Macintosh

- Insert the **YOU DON'T KNOW JACK Sports** CD-ROM into your CD-ROM drive.
- Double-click on the **JACK Sports Installer** icon.
- Choose Remove from the Installation Options menu.
- Select the Remove button.

Playing YOU DON'T KNOW JACK Sports

YOU DON'T KNOW JACK Sports can be played by 1 to 3 players. When the game starts, listen to the instructions, enter the number of players and the players' names and specify whether you want to play a regular 21-question game or a 7-question game.

Press **Spacebar** during any instructions in the game to skip them.

When you're asked to choose a category, press **1**, **2**, or **3** to make your selection. Act fast or the host will choose a category for you!

To play **YOU DON'T KNOW JACK Sports**, you gotta be smart and you gotta be quick. Each player gets a buzzer — **YOU DON'T KNOW JACK Sports** uses the **Q**, **B**, and **P** keys on the keyboard. The first player to buzz in gets first crack at the question. Get the question right, and you get some cash. Get the question wrong, and you lose some cash. Questions are timed. Buzz in before the timer runs out — no stalling allowed in this game. If you're far in the lead, **Don't Be A Wimp!™**, buzz in! Or, you may find yourself at the mercy of the audience!

YOU DON'T KNOW JACK Sports has three kinds of questions: Multiple-Choice, Gibberish, and the Jack Attack. And don't forget to pack your lunch in case you go on a surprise Fiber Optic Field Trip™.

Multiple-Choice Questions

Multiple-Choice questions are worth $1,000-$6,000. Easy questions are worth less than tougher ones.

Here's an example:

> **If a vendor in Yankee Stadium sells enough foot-long hot dogs in one game to form a straight line from home plate to second base, how many has he sold?**
>
> **1. 90**
> **2. 127**
> **3. 142**
> **4. 180**

If you think you know the answer to a Multiple-Choice question, hit your buzzer key quickly and choose your answer by pressing the **1**, **2**, **3**, or **4** key. Get the question right, and you get the cash. Get it wrong, and you're gonna pay for it.

The Gibberish™ Question

Gibberish questions are rhyming puzzles worth $5,000-$10,000. Gibberish questions come up randomly once or twice during a game.

When a Gibberish question starts, listen closely to the Gibberish phrase and try to think of a quote, saying, lyric, or phrase that it rhymes with. If you can't think of the answer right away, listen for the host's clues. If you think you know what the Gibberish phrase rhymes with, buzz in, type your answer, and hit the **Return** key.

For example, what saying does this Gibberish phrase rhyme with?

Fake Tree Trout Through A Wall Frame

Or in other words...

Take Me Out To The Ball Game

When you type in your answer, punctuation and capitalization don't count, but you gotta type the entire original phrase. Don't take too long to buzz in. The more time you take to buzz in on a Gibberish question, the less money it's worth.

There's absolutely no screwing allowed in Gibberish questions. It just wouldn't be fair.

The Jack Attack™

The Jack Attack is the last question of every game. The Jack Attack can make or break the game — you can earn big bucks or lose your shirt!

The Jack Attack is an association question. Once you're given a clue, you gotta find the link or association between two phrases or words. Easy, right? Wrong.

In a Jack Attack one phrase grows out from the center of the screen as potential matches fly by. Nothing stays on screen very long, so if you see a match, buzz in right away. If you get the match, you get some cash. Be careful! Not any match will do — it has to be the match that best fits the clue you're given.

For example, if your Jack Attack clue is **FIELDS OF DREAMS** and you see the word "**BASEBALL**" zoom out from the center of the screen, wait until the word "**DIAMOND**" appears and buzz in immediately to get the money. Next, if the word "**HOCKEY**" zooms out, wait until "**RINK**" appears and buzz in. In this example you gotta buzz in when the location the sport is played appears.

But be careful! Jack Attack questions can trick you. Don't get psyched out by decoy answers. If the word "**BASEBALL**" zooms out from the center, and you buzz in when you see the location where the sport is played.

Remember - You can skip the host's Jack Attack instructions at any time by pressing **Spacebar**.

Each Jack Attack question has seven matches. Buzz in at the right time with the right match, and it's 2,000 bucks in your pocket. Buzz in at the wrong time or when a decoy appears, and you'll lose 2,000 bucks — *and not just once, but every time you're wrong!* You can buzz in as many times as you'd like — it's your funeral.

Other YOU DON'T KNOW JACK Sports Features

Striking Out on a Question? Then, Screw Your Neighbor™!

If you don't know the answer to a Multiple-Choice question, don't get mad — **Screw Your Neighbor**. **Screw Your Neighbor** lets you force another player to answer the question. You can **Screw Your Neighbor** during any Multiple-Choice question.

To **Screw Your Neighbor**, be the first to buzz in and press the **S** key (**S** for "*screw*"). In a three-player game, you must pick someone to screw (pick a player by pressing the player's number or buzzer key). It's that easy! But be sure to pace yourself, 'cause you get only one screw per round.

Don't Be a Wimp™!

YOU DON'T KNOW JACK Sports is full of surprises — so don't get cocky! If you are too far in the lead, Don't Be a Wimp! Buzz in or you may find yourself at the mercy of the audience! Also, don't buzz in too fast or you'll get burned!

Fiber Optic Field Trip™!

Hang on! At any time you could be swept away on a Fiber Optic Field Trip. You'll travel to exotic places and answer questions posed by real people across the United States!

Commercials

And stay tuned after the Jack Attack for the commercials that play during the credits.

And don't forget ...

The 7-question game is perfect for hosting your very own **YOU DON'T KNOW JACK Sports** party or tournament.

Game Options Screen

Press the **Esc** key at any time to pause **YOU DON'T KNOW JACK Sports** and access the Game Options Screen.

When **YOU DON'T KNOW JACK Sports** is paused, the Game Options Screen has four choices:

+ raises the volume of the game

- lowers the volume of the game

R resumes the game

S starts a new game

Q quits the game

Press a key to make your choice. You can also change game options when a game is completely over.

At the end of a game, you can press the **S** key to replay **YOU DON'T KNOW JACK Sports** with the same players or press **N** to play the game with new players. Press **Q** to quit the game.

Troubleshooting YOU DON'T KNOW JACK Sports

Don't know jack about your computer? Here are some quick troubleshooting notes to perfect your **YOU DON'T KNOW JACK Sports** experience. For more in-depth information, check out the README file on the **YOU DON'T KNOW JACK Sports** CD-ROM. If you're still in a jam, call, write or e-mail our technical support team. Contact information is located on page **15** of this manual.

Note: **YOU DON'T KNOW JACK Sports** may require turning off your memory management applications. To turn these programs off, consult your memory management software's documentation.

Windows Troubleshooting

If you experience video problems running **YOU DON'T KNOW JACK Sports** in Windows 3.1x, check to make sure you are running in 256 colors.

Macintosh Troubleshooting

If you experience choppy sound, try turning Virtual Memory off. To do this, select "Memory" from the Control Panels folder and click the off position in the "Virtual Memory" section.

How to Contact Berkeley Systems

Customer Service: For a replacement CD-ROM or other non-technical problems call (510) 549-2300 and ask for Customer Service.

Technical Support: When you call for technical support, follow the telephone system prompts to reach PC or Macintosh Tech Support.

Hours: Monday - Friday,
8 a.m. to 5 p.m. Pacific Time
Voice: (510) 549-2300
FAX: (510) 849-9426
TTY/TDD: (510) 540-0709 (Leave a message.)

Mail:
PC or Mac Technical Support
Berkeley Systems, Inc.
2095 Rose Street
Berkeley, CA 94709

Toasted! World Wide Web Site:
Information about **YOU DON'T KNOW JACK Sports** can be found on the Berkeley Systems World Wide Web site.

Point your web browser to http://www.berksys.com and get Toasted!

We also offer technical support via on-line services. Here are our email addresses and information about our support forums:

America Online:
For PC users, our email address is **BerkSysWin**. For Mac users, our email address is **BrklySystm**. To reach our support forum, use the keyword **BerkSys**.

CompuServe:
For PC users, our email address is **75300,1375**. For Mac users, our email address is **75300,1376**. To reach our PC support area just type **GO WINAPC** and choose Berkeley Systems' forum. To reach our Mac support area just type **GO MACBVEN** and open Library 5.

Internet:
PC users can reach us at **PCTech@berksys.com**. Mac users can reach us at **MacTech@berksys.com**.

Are You Pissed About A Question?

This game is for entertainment purposes only. The facts expressed in **YOU DON'T KNOW JACK Sports** were researched and found to be correct at the time of publication.

All the questions in **YOU DON'T KNOW JACK Sports** have been verified by a crack team of writers. Now, we're not saying that we're perfect...but, we're pretty damn close.

Nonetheless, if you feel that one of the questions is somehow in error, and you want to gripe about it, feel free to let out your aggressions by sending mail to this address:

"I'm Pissed About a Question"
Jellyvision, Inc.
848 West Eastman
Suite 203
Chicago, IL 60622

badcall@learntv.com

If your letter is entertaining, we'll post it in our kitchen.

beZerk

If you're connected to the World Wide Web, check out **beZerk**, The Premier Online Entertainment Network from Berkeley Systems.

If you are a Windows 95 user and you like playing **YOU DON'T KNOW JACK**, now you can play online too! @ http://www.beZerk.com/ you can play all-new games of **YOU DON'T KNOW JACK the netshow**, compete for high scores, rank yourself against other **YOU DON'T KNOW JACK** players and win all kinds of fabulous prizes.

And that's not all! **YOU DON'T KNOW JACK Sports the netshow** and other irreverent, unique entertainment is coming soon to **beZerk**. Stay tuned!

Go **beZerk** and find out why the Internet will never be the same!

www.beZerk.com

YOU DON'T KNOW JACK Sports Credits

For Berkeley Systems

Producer
Christopher York

Art Director
Mark Gibson

Technical Director
Ando Sonenblick

Animation
Lou Bustamante
Ian Gallacher
Mark Gibson

Engineering
Tom Conrad
John Endres
Craig Sterry
Martin Streicher

SQA Lead
Bill Mosca

SQA Staff
Tracy Edgecomb
Simon Hill
Max Hoffman
Jim Nemerovski
Greg Quinones
Naomi Quinones
Jennifer Redwine
Rich Young

SQA Manager
Henry Frummer

Art Production
Lou Bustamante
Scott Hammon
Adam LaBarge

Packaging
Rod DeWeese
Shelby Drayton
Mark Gibson
Jennifer McVeigh
Julie Tarlton
Monnens Addis Design
Mic (our box model)

Product Marketing Manager
Julie Tarlton

Beta Test Coordinator
Ed Mechem

Operations
Jane Chinn
Amy Dyckovsky

User Manual
Marivi Acuna
Martin Streicher
Christopher York

Editing
Elsa Leavitt

Animation and Font Technology
Howard Fukuda
Tom Wuttke

Sound Guru
PJ Sonnichsen

Original Game Development
Howard Fukuda
Ando Sonenblick
Craig Sterry
Tom Wuttke

V.P. Engineering
Douglas Scott Kay

Executive Producer
Igor Gasowski

Special Thanks to ...
Wes Boyd
Norman Becker
Renne Carrasco
Lina Chern
Shannon Coulter
Marlynne Durham
Mark Mensch
Brigid Monaghan
Christopher Moore
Leslie Mullens
Erik Olson
Carrie Olson
Diane Stonebraker
Kory Stradinger
Kate True
John Wodynski
Julie Wainwright
Gretchen Zimmerman

YOU DON'T KNOW JACK Sports Credits

For Jellyvision

Producer & Director
John Boyden

Head Writer & Senior Editor
Brian Chard

Host
Andy Poland

Lead Creative Media Producer
Michelle Gorchow

Creative Media Producer
David Houghtaling

Lead Writers
Ali Davis
Michelle Gorchow
Tom Gottlieb
David Houghtaling
David Nathanielsz
Andy Poland

Senior Writers
Sean Abley
Mary Garvey
Joel Husenits
Phil Ridarelli

Musical Director
Kevin Quinn

Assistant Producer
Dan Fiden

Director of Audience Information Services
Melissa Alemán

Executive Producer
Harry Gottlieb

Director, Jellyvision Writers' Mentor Program
Tom Gottlieb

Lead Contributing Writers
Doug Armstrong
Shawn Brennan
Dan Fiden
Jordan Fields
Scott Fields
Peter Gwinn
David Wulatin

Contributing Writers
Terry Hackett
Joe Janes
Marta Segal
Jamie Vann
John Wodynski

Backstage Intro Banter
Michelle Gorchow

Question Number Segues Sound
Andy Poland

Fiber Optic Field Trips
Michelle Gorchow

Sound Effects
Brian Chard
Michelle Gorchow
David Houghtaling
Andy Poland
P.J. Sonnichsen

Commercial Production
Ali Davis
Michelle Gorchow
Andy Poland

Commercial Writing
Sean Abley
Brian Chard
Ali Davis
Michelle Gorchow
David Houghtaling
Joe Janes
Andy Poland
Phil Ridarelli

Sound Technicians
Dan Fiden
Lisa Helfer
Carl Miller
P.J. Sonnichsen
John Wodynski

Jellyvision SQA Coordinator
Kate True

Jellyvision Administration
Lina Chern

Jellyvision Tech Guru
Gabe Val

Singers
Becca Kaufman
Larry King
Pamela Rose Nemeth
Phoebe Fuller-Sprichiger

"Cookie"
Tom Gottlieb

"Helen"
Michelle Gorchow

"Old Man"
Andy Poland

"Gordy"
Sean Abley

"Ray"
Brian Chard

"Caryn"
Ali Davis

"Joel"
Joel Husenits

"Tomas"
Tom Gottlieb

"Dayve"David Houghtaling

"Dr. Bob"
Joe Janes

"Clark"
David Nathanielsz

"Schmitty"
Phil Ridarelli

Additional Backstage Crew & Commercial Cast
Lina Chern
Mary Garvey
Dan Fiden
Lisa Helfer
Patrick Heupel
Marta Segal
Tim Sniffen
PJ Sonnichsen
Jamie Vann
Tom Wuttke

FunkMaster Interactive Writing & Audio Tools Programmer
Edward Lott

FunkMaster Evolution Directed by
John Boyden

FunkMaster Created & Originally Programmed by
Harry Gottlieb

Original Game Design
John Boyden
Howard Fukuda
Igor Gasowski
Mark Gibson
Adrienne Gits
Michelle Gorchow
Harry Gottlieb
Tom Gottlieb
Allard Laban
Andy Poland
Ando Sonenblick
Martin Streicher
Tom Wuttke

Special Thanks to
Greg Bolsinga
Chris Capalbo
Jeff Csernica
Roy Gottlieb
Dr. Chuck Gottlob
Terry Hackett
Michele Lindzy
Yuri Loewenthal
Colleen Raleigh-Milott
Diana Nathanielsz
Marta Segal
Ken Solomon
Peter Spector
Caryn & Larry Straus
A. Thousand
Kate Van Zile

YOU DON'T KNOW JACK Was Originally Conceived by
Harry Gottlieb

License

This is a legal agreement between you and Berkeley Systems, Inc. By opening the sealed software disk accompanying this manual, you are agreeing to be bound by the terms of this Agreement. If you do not agree to the terms of this Agreement, promptly return the unopened software disk package and the accompanying materials (including all accompanying documentation and containers) to the place you purchased them for a full refund.

LICENSE GRANT, Berkeley Systems, Inc., grants you a non-exclusive, nontransferable license to use one copy of the **YOU DON'T KNOW JACK™ Sports** software program (the "Program") on a single terminal connected to a single computer, subject to the terms and restrictions set forth in this Software License Agreement. You may not use the Program on more than one terminal of a network, on a multi-user computer, on a time-sharing system, on a service bureau, or on any other system on which the Program could be used on more than one computer at any time.

COPYRIGHT. The Program, including its graphic displays and accompanying documentation are owned by Berkeley Systems, Inc. The sound effects, music, and content are owned by Jellyvision, Inc. The Program, including its graphic displays, sound effects, music, and content as well as the accompanying documentation are protected by United States copyright laws and international treaty provisions. All rights are reserved. You must therefore treat the Program and accompanying documentation like any other copyrighted material (e.g., a book), except that you may either (a) make one copy of the Program solely for backup or archival purposes, or (b) transfer the Program to a single hard disk, provided you keep the original solely for backup or archival purposes.

ADDITIONAL RESTRICTIONS. You may not reproduce, prepare derivative works based upon, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program or accompanying documentation, and the recipient agrees to the terms of this Agreement. Further, you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of Program modules for use with other programs. The Program is intended for private use only.

COMMERCIAL USE, PUBLIC EXHIBITION, PUBLIC DISPLAY, PUBLIC USE, PUBLIC PERFORMANCE OR PUBLIC DEMONSTRATION OF THE PROGRAM, OR ANY COMPONENT OR PORTION THEREOF, IS STRICTLY PROHIBITED WITHOUT THE EXPRESS WRITTEN CONSENT OF BERKELEY SYSTEMS, INC.

The license is effective until terminated. You may terminate this license at any time by destroying all copies (including backup or archival copies) of the Program. This license will also terminate if you fail to comply with any of the terms and conditions of this Agreement. This Agreement constitutes the entire agreement and understanding between the parties and supersedes any prior agreements, representations or understandings, whether oral or written, relating to the Program. This Agreement is governed by the laws of the State of California.

Limited Warranties and Copyrights

Berkeley Systems, Inc., warrants that the manual and the original Program disk is free from physical defects in material and workmanship under normal use for a period of sixty days from the date of purchase. If during this warranty period you discover that either this manual or the Program disk contains a physical defect, return the defective item along with proof of purchase to Berkeley Systems and you will receive a replacement at no charge. This is your sole and exclusive remedy for breach of warranty.

THE WARRANTY SET FORTH ABOVE IS EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED. BERKELEY SYSTEMS MAKES NO WARRANTY OR REPRESENTATION, EXPRESS, IMPLIED OR STATUTORY, WITH RESPECT TO THIS PROGRAM, ITS QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THIS PROGRAM IS SOLD "AS IS," AND YOU, THE LICENSEE, ARE ASSUMING THE ENTIRE RISK AS TO ITS QUALITY AND PERFORMANCE.

IN NO EVENT SHALL BERKELEY SYSTEMS BE LIABLE FOR DIRECT OR INDIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THE PROGRAM OR FROM ANY ERROR OR DEFECT IN THE PROGRAM OR ITS DOCUMENTATION. SUCH DAMAGES INCLUDE, BUT ARE NOT LIMITED TO, LOSS OF PROFIT, LOSS OF PROGRAMS OR DATA, AND DAMAGE TO YOUR MONITOR. IN NO EVENT SHALL BERKELEY SYSTEMS'S LIABILITY EXCEED THE PRICE PAID FOR THE PROGRAM.

The above exclusions may not apply to you. This warranty provides you with specific legal rights. There may be other rights that you may have which vary from state to state

Software, screen graphics and packaging © 1996 Berkeley Systems, Inc. The Berkeley Systems logo is a registered trademark of Berkeley Systems, Inc. Text and sound © 1996 Jellyvision, Inc. **YOU DON'T KNOW JACK, GIBBERISH QUESTION, JACK ATTACK, SCREW YOUR NEIGHBOR, FIBER OPTIC FIELD TRIP,** and **DON'T BE A WIMP** are trademarks of Jellyvision™, Inc. The Jellyvision logo is a registered trademark of Jellyvision, Inc.

Windows and Microsoft are registered trademarks of Microsoft Corporation.

Macintosh is a registered trademark, and Power Macintosh is a trademark of Apple Computer, Inc., used under license. This program is for use with Apple computer products containing PowerPC microprocessor technology or Motorola 68040 microprocessor technology.

All other brands and product names are trademarks and registered trademarks of their respective companies.

20251

BERKELEY SYSTEMS

Jellyvision